

Funder	Project Title	Funding	Institution
Administration for Community Living	I-CONNECT PLUS: Enhancing Community Participation for Adolescents and Adults with ASD Using Online Instruction, Coaching, and Accessible Self-Management Technologies	\$473,103	University of Kansas Center for Research, Inc.
Brain & Behavior Research Foundation	Brain Connectivity Changes in Autism as a Function of Motor Training: A Pilot Study	\$0	University of Wisconsin-Madison
Autism Science Foundation	Undergraduate Research Award	\$0	University of Maryland, College Park
Autism Science Foundation	Exploring the possibility of deep brain stimulation for autism	\$25,000	Boston University
Autism Speaks	The use of eye-tracking as an outcome measure for an innovative early social intervention for ASD	\$7,288	University of California, Santa Barbara
Autism Speaks	Clinical testing of a therapeutic video game, EVO	\$0	Akili Interactive Labs
Autism Speaks	Let's Face It! 2.0: Training the dynamics of facial expressions for children with ASD	\$53,937	University of Victoria
Center for Autism and Related Disorders	An evaluation of the PEERS Program adapted for online format	\$185,000	Center for Autism and Related Disorders (CARD)
Center for Autism and Related Disorders	Behavioral treatment plan optimization through machine learning analysis	\$45,000	Center for Autism and Related Disorders (CARD)
Center for Autism and Related Disorders	An evaluation of a telemedicine platform for performing remote skill probes	\$10,000	Center for Autism and Related Disorders (CARD)
Center for Autism and Related Disorders	Evaluation of telehealth caregiver training for the treatment of autism spectrum disorder	\$0	Center for Autism and Related Disorders (CARD)
Center for Autism and Related Disorders	An Evaluation of a Mobile Application Designed to Teach Receptive Language Skills to Children with Autism Spectrum Disorder	\$60,000	Center for Autism and Related Disorders (CARD)
Department of Education	Virtual reality applications for the study of attention and learning in children with autism and ADHD	\$0	University of California, Davis
Department of Education	Enhancing Augmentative and Alternative Communication Rates in pre-K Through 6	\$0	Speak Agent
Department of Education	Enhancing Augmentative and Alternative Communication Speed and Accuracy	\$0	Speak Agent
Department of Education	Promoting ASAP Collaboration through Technology (PACT): An Intervention Modification to Enhance Home-School Collaboration	\$423,972	Univ of North Carolina, Chapel Hill
Department of Education	A Comprehensive Tool for Supporting Social and Emotional Learning Instruction for Students with High-Functioning Autism Spectrum Disorder	\$0	3-C Institute for Social Development
Health Resources and Services Administration	Comparative Efficacy of a Self-directed and Therapist-assisted Telehealth Parent Training Intervention for Children with ASD	\$0	Michigan State University
National Institutes of Health	Evaluation of Machine Learning to Mobilize Detection and Therapy of Developmental Delay in Children	\$196,250	Stanford University
National Institutes of Health	Qubbd: Wearable Artificial Intelligence for Bid Data-Driven Healthcare in Child Development	\$373,870	Stanford University
National Institutes of Health	Objective Measurement of Challenging Behaviors in Individuals with ASD	\$169,407	Emory University

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National Institutes of Health	Therapy Management System for Model-Based Behavioral Interventions	\$596,861	Experiad, LLC
National Institutes of Health	Research Component: Multimodal Approach to Word Learning in Children with Autism	\$206,927	University of Kansas Lawrence
National Institutes of Health	Online Practitioner Training in Behavioral Intervention in Autism: Skill Training Using an Interactive Simulated Child	\$250,387	Praxis, Inc.
National Institutes of Health	e-Unstuck: Interactive e-Learning Software for Parents to Support Executive Functioning and Behavior Regulation in Children with Autism Spectrum Disorder	\$540,451	3-C Institute For Social Development
National Institutes of Health	Using Serious Game Technology to Improve Sensitivity to Eye Gaze in Autism	\$473,290	Pennsylvania State University
National Institutes of Health	Mobile Health (mHealth) Nutrition Intervention for Children with Autism Spectrum Disorder	\$229,073	University of Pennsylvania
National Institutes of Health	NIH R21/R33: Transformative Co-Robotic Technology for Autism Intervention	\$262,214	Vanderbilt University
National Institutes of Health	An Intelligent Three Dimensional Learning Environment for Enhancing Social Communication Skills in Infants and Toddlers	\$223,101	Vanderbilt University Medical Center
National Institutes of Health	Enhancing and Measuring Social Functioning of Children with ASD Through Virtual Intelligent Systems	\$221,841	Vanderbilt University
National Institutes of Health	Development of a Novel Neurotechnology to Promote Emotion Recognition in Autism	\$259,157	Virginia Polytechnic Institute and State University
Organization for Autism Research	A Feasibility Study of Headsprout Reading Program in Children with ASD and Reading Delay	\$20,000	Marcus Autism Center, Emory University
Organization for Autism Research	Evaluation of synchronous online parent skill training	\$0	The Research Foundation of the State University of New York
Simons Foundation	Examining interpersonal biobehavioral synchrony as a measure of social reciprocity and emotion regulation in parent-child dyads with and without autism using an interactive smart toy platform	\$0	Northeastern University
Simons Foundation	National SPARK Mobile App Competition	\$72,000	Pace University
National Science Foundation	EAGER: Studying Emotional Responses of Children with Autism in Interaction with Facially Expressive Social Robots	\$0	University of Denver
National Science Foundation	CAREER: Combining Crowdsourcing and Computational Creativity to Enable Narrative Generation for Education, Training, and Healthcare	\$115,162	Georgia Tech Research Corporation
National Science Foundation	US Ignite: Focus Area 1: A Networked Virtual Reality Platform for Immersive Online Social Learning of Youth with Autism Spectrum Disorders	\$0	University of Missouri
National Science Foundation	SBIR Phase II: Using Data Mining to Optimally Customize Therapy for Individuals with Autism	\$172,442	Guiding Technologies Corporation

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National Science Foundation	Individualized Adaptive Robot-Mediated Intervention Architecture for Autism	\$0	Vanderbilt University
The New England Center for Children	Teaching complex skills using observational learning with video modeling to children diagnosed with autism	\$5,750	The New England Center for Children
The New England Center for Children	Using video prompting and segmented video prompting to teach Lego structures	\$725	NECC
The New England Center for Children	Teaching parents to implement responsive play teaching strategies with children	\$1,900	NECC
The New England Center for Children	Determining Delayed imitation as a prerequisite for video modeling	\$2,425	NECC
The New England Center for Children	A comparison of the use of video modeling with and without voiceover instruction to teach parents of children with autism	\$1,875	The New England Center for Children
The New England Center for Children	Using video modeling and feedback to teach parents how to expand their child's language and play	\$1,925	The New England Center for Children
The New England Center for Children	Sensitivity to reinforcement: Effects on learning and physiological correlates	\$2,100	The New England Center for Children
The New England Center for Children	Teaching students with autism to use Augmentative and Alternative Communication: Addressing unanswered questions	\$2,100	The New England Center for Children
The New England Center for Children	Teaching Self-Advocacy when an item is Missing from the Environment in Individuals with ASD	\$3,625	The New England Center for Children
The New England Center for Children	Evaluation of video feedback and self-monitoring to improve social pragmatics in individuals with ASD	\$1,825	The New England Center for Children
The New England Center for Children	Comparing the use of Video and Pictorial Stimuli in Paired Stimulus Preference Assessments	\$2,625	The New England Center for Children
The New England Center for Children	The use of video modeling to increase procedural integrity in incidental teaching	\$3,625	The New England Center for Children
The New England Center for Children	Using video modeling and video feedback to develop social skills during leisure activity	\$4,300	The New England Center for Children

